19. Describe the method of creating Files, and the use of FileWriter and FileReader classes.

20. Discuss on the Applet Life cycle and the steps for developing an Applet program.

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**APRIL/MAY 2025**

# FCA31/FCS31/FSC31/CCA31/CCS31/CSC31 — PROGRAMMING IN JAVA

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Time : Three hours Maximum : 75 marks

SECTION A — (10 × 2 = 20 marks)

Answer ALL questions.

1. Define identifiers and keywords.

2. What is polymorphism?

3. What is meant by Initialization Block in Constructors?

4. Define the term — Garbage Collection.

5. What is ArrayList?

6. Write the syntax of 'switch' statement.

7. What is meant by DirectoryStream?

8. Specify the use of to string ( ) method.

9. What is Swing?

10. What are AWT Controls?

SECTION B — (5 × 5 = 25 marks)

Answer ALL questions.

11. (a) Explain the method of declaring and using Interfaces and Interface constants.

Or

(b) Discuss on the fundamentals of Overridden methods and Overloaded methods.

12. (a) Describe the method of Implementing an Interface.

Or

(b) Explain the way of passing variables into methods.

13. (a) Discuss on the features of String and StringBuilder Classes.

Or

(b) Describe the way of declaring, constructing and initializing an Array.



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14. (a) Explain about the Thread interaction.

Or

(b) Discuss on method of applying Atomic Variables and Locks in Concurrency.

15. (a) Describe about the Applet fundamentals and Applet class.

Or

(b) Explain the Layout managers in GUI applications.

SECTION C — (3 × 10 = 30 marks)

Answer any THREE questions.

16. Describe the features of Access modifiers and No-access Member modifiers.

17. Discuss on the fundamentals of Static Variables and Methods.

18. Explain the method of Handling Exceptions using examples.